AMIGA POWER GALLUP CHARTS TOP 30

ELSPA — European Leisure Software Publishers Association Ltd

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(NE)	**ARCADE POOL**	Team 17 £9.99 ★★★★
2	(1)	**MAN UTD PREM LEAGUE CHAMPIONS**	Krisalis £29.99 ★★★
3	(3)	**CANNON FODDER**	Virgin £29.99 ★★★★★
4	(2)	**BENEATH A STEEL SKY**	Virgin £34.99 ★★★★
5	(4)	**FRONTIER: ELITE 2**	Gametek £29.99 ★★★
6	(RE)	**JIMMY WHITE'S SNOOKER**	Hit Squad £14.99 ★★★★
7	(7)	**SKIDMARKS**	Acid Software £25.99 ★★★★
8	(5)	**PREMIER MANAGER 2**	Gremlin £25.99 ★★★★
9	(6)	**THE SETTLERS**	Blue Byte £34.99 ★★★★★
10	(RE)	**SIM CITY CLASSIC**	Hit Squad £14.99 ★★★★★
11	(NE)	**HEIMDALL 2**	Core £34.99 ★★★
12	(12)	**MONKEY ISLAND**	Kixx £16.99 ★★★★
13	(11)	**SENSIBLE SOCCER 92/93**	Renegade/Mindscape £25.99 ★★★★★
14	(21)	**JURASSIC PARK**	Ocean £25.99 ★★★
15	(71)	**LIBERATION**	Mindscape £29.99 ★★★★★
16	(RE)	**CADAVER**	Kixx £14.99 ★★★
17	(13)	**STREETFIGHTER 2**	Kixx £14.99 ★★★
18	(20)	**EYE OF THE BEHOLDER**	Kixx £16.99 ★★★★
19	(9)	**ZOOL2**	Gremlin £25.99 ★★★★
20	(RE)	**DUNE**	Hit Squad £14.99 ★★★★★
21	(29)	**CHAMPIONSHIP MANAGER ITALIA**	Domark £25.99 ★★★
22	(62)	**STRIKER**	GBH £9.99 ★★★
23	(33)	**F17 CHALLENGE**	Team 17 £12.99 ★★★★
24	(17)	**CHAMPIONSHIP MANAGER COMPENDIUM**	Domark £27.99 ★★★★
25	(16)	**GRAHAM TAYLOR SOCCER CHALLENGE**	Buzz £9.99 ★★★
26	(NE)	**FIRST DIVISION MANAGER**	Code Masters £7.99 ★★★
27	(26)	**THE CHAOS ENGINE**	Renegade/Mindscape £25.99 ★★★★★
28	(10)	**MORTAL KOMBAT**	Virgin £29.99 ★★★★★
29	(84)	**SYNDICATE**	Electronic Arts £34.99 ★★★★★
30	(NE)	**GENESIA**	Mindscape £29..99 ★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgets and full-pricers together, games are rated in stars, and they're not still sponsored by Penguin!

AMIGA POWER RECOMMENDS

Any of these should keep you happy during those long summer evenings.

MR NUTZ

Ocean

A not-entirely-unsuccessful attempt at combining the console classics *Sonic*, *Zelda* and *Mario*. It's the first outing for The Neon Team and it shows just what the A500 is capable of in terms of graphics and speed. There are some exquisitely executed ideas and some frustratingly flummoxed ones, the latter being the reason the game couldn't be considered a classic. Nevertheless, if you're in the market for a platformer with oodles of stay-with-me appeal, look no further than *Mr Nutz*.

MONOPOLY

Supervision

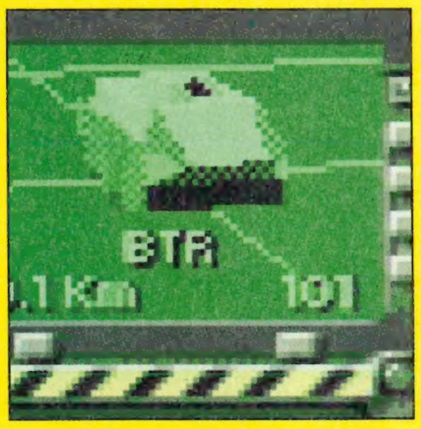
The first version of the eponymous board game that we've come across that hasn't beggared the question: "Why? Just what is the point of putting *Monopoly* on computer?" The reasons in this case are pretty simple: character and animation. That's right, due to both those simple reasons, this version plays and feels like a proper computer game rather than an inferior version of the board game. Here at AP, that's a good thing.

TRAPS 'N' TREASURES

Krisalis

We know you're probably thinking that AP's losing its grip when we've got two platformers in the AP recommends section, but *Traps 'n' Treasures* is competent without being flash; difficult without being impossibly hard; and pretty without being nauseatingly cute. It's only got four levels, but each one is so big that you'll be hacking and slashing for, ooh, at least 7,200 minutes. We're sure you'll agree, that's quite a long time.

GUNSHIP 2000 CD32



Microprose

Commander Cameron's second favourite flight sim ever, after *Knights of the Sky*. There are options for everything, from theatre of conflict, to weapon payloads, to the type of helicopter you fly. Not only that, but for your thirty pounds, you're talking about having a game whose playing life and appeal will last for years, not months. Seek and destroy it today.

K240

Gremlin

A *Populous* cum *Dune 2* cum *Sim City* derivative. We've got it in AP Recommends for a second time because there wasn't much to choose from last month, and Gremlin quoted a bit from our review in their advert. Build up a colony of asteroids and construct a space fleet so that you can go out and do to the aliens, who don't want you there, what they try to do to you. An absorbing and, at some stages, extremely exciting offering.